**Stephen Brundage**

Orlando, FL | SteveBrundage.com | Stephen.Brundage12@gmail.com

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| **Education** | **University of Central Florida**  *Bachelor of Science in Computer Science*  Major GPA: 3.46 | **Orlando, FL**  May 2020 |

## Skills Programming: Swift; School Experience: Java, Python, React, C

**Technologies:** XCode, Cocoapods, REST, Firebase, AWS, Jira, Confluence, Swagger, Sketch

**Experience Royal Bank of Canada Orlando, FL**

*Mobile Software Engineer* March 2019-Pres

* Wrote efficient, maintainable, and reusable code in Swift while testing functionality

with Quick/Nimble

* Implemented adaptive and responsive screens for all iOS devices using auto layout
* Created frameworks and libraries to be utilized by other iOS developers through Pods
* Developed Bash scripts to automate and simplify CI/CD for iOS libraries
* Improved company’s coding standards to enforce Swift best practices with SwiftLint
* Coordinate with other developers and QA personnel to manage/address/resolve bug reports
* Implemented observer design pattern to notify subscribers about view model changes
* Explored new technologies and shared findings with the team

*Augmented Reality & iOS Development Intern* Nov 2017-March 2019

* Help advanced projects with numerous different teams
* Utilized ARKit to create peer-to-peer money transfer app with over 300,000 users
* Added plane detection, tap gestures, 3D object collision and physics within ARSCNView
* Rapidly developed numerous proof of concept applications to be presented to the team
* Simultaneously managed multiple projects and met strict deadlines

**Walt Disney World Orlando, FL**

*Solution Engineer Intern* July-Nov. 2017

* Created ROM, delivery designs and defined scope
* Defined technical solutions, estimations, and guided delivery for technology projects
* Designed sequence & context diagrams representing interactions between software & databases

**Projects Augmented Reality Navigation App –** *Project Manager & iOS Developer*

* Utilized ARKit & CoreLocation to create augmented reality navigation around campuses
* Mapped University of Central Florida’s campus into a weighted graph of nodes
* Developed A\* pathfinding algorithm that returned shortest path to user’s selected destination
* App connected and displayed nodes in AR scene to augment a path to user’s destination
* Responsible for facilitating weekly meetings, guiding development and delivery
* Defined project scope, goals, deliverables, and deadlines

**Augmented Reality iOS Applications –** *github.com/sbrundage/ios-development*

* Implemented 2D image & 3D object detection to interact with physical and virtual space
* Persist AR scene by saving and loading ARWorldMap upon opening & closing app
* Created interactive AR experience with Reality Composer
* Used GitHub for proper version control to commit, push and merge code changes

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| **Involvement** | *Relay for Life*, Captain, Organizer and Top Fundraiser  *UCF Kiteboarding Club*, Vice President and Active Member |  |